



# 8.0 Design Guide

# 8.1 Role of the Design Guide

Dysart's coherent and legible spatial layout of streets and open space forms a strong foundation for the town's urban design.

The Design Guide for Dysart provides a further level of detail, articulating the desired character for Dysart, applicable to future development of streetscapes, built form and open space within the town.

The existing cultural and character values of the town identified earlier in this report, such as Dysart's sense of open space and nature, its resilient and close community, and the Town's continuing connection to the mining industry form a basis for the 'look and feel' of Dysart's urban character.

The Design Guide will have a critical role in ensuring that future developments in the public realm recognise these existing values, while also contributing to the revitalisation of Dysart by fostering greater ownership of the Town's public spaces by both the permanent and transient resident communities.

Through considered selection of materials, elements and objects, and by exploring potential opportunities for community expression and input within the public realm, it will be possible to re-establish a strong identity and cohesive urban character for Dysart that visually and functionally reinforces the strategies and placemaking initiatives identified within the Urban Design Framework.

The following pages represent ideas and opportunities and imagery of suggested character in relation to the urban design of Dysart under the themes of:

- Form and Function
- Lighting and Shade
- Art and Design
- Landscape and Vegetation

## 8.2 Form and Function

The development of a select palette of materials and streetscape elements will establish greater visual continuity throughout the town, while also reinforcing the context or significance of certain areas within Dysart and increasing the function of Dysart's public space.

Street furniture, signage, fencing, shade structures, lighting and ground treatments should be selected or designed with consideration to the following:

- The role of such elements in reinforcing the character of Dysart through the use of shapes, forms and materials (such as stone, timber and metals) that either directly or abstractly reference the mining operations that underpin the town's history
- The quality and resilience of materials, forms and details, to ensure that they have a significant lifespan, and are easily maintainable
- The ability to adapt or relocate street elements (such as seating, bins or signage, or other freestanding elements unreliant on power/water supply) with relative ease, in response to the anticipated changes to the make-up of the town's residential and commercial areas. This will ensure that public street elements are positioned in areas where they 'work the hardest' for the community, without need to continually add new elements
- Specifically, explore the potential to modify the existing concrete picnic benches (a highly resilient example of street furniture, pictured centre right opposite) to refresh their image and visually relate these elements to other structures and materials envisaged for use in the public realm



## 8.3 Lighting and Shade

Improved shade provision has been identified as a means to improve the functionality and appeal of Dysart's open spaces, pathways and parks during the day. Improved lighting of public spaces will extend the hours of use of these spaces, encouraging greater activation of these spaces throughout the day and evening.

While shade structures and tree planting have a primary role in shade provision, there is also opportunity to explore ways to reinforce the visual character and identity of Dysart within the design of these elements. The following aspects should be considered in the provision of lighting and shade:

- Resilience of materials and forms; utilise more solid (steel/timber) shade structures in unsupervised areas such as centenary park, rather than fabric/ tensile structures, which may be more appropriately used as visually 'lighter' elements in the town centre
- Explore use of high quality cafe umbrellas and seating within the Garden Plaza shopping area to visually activate this space, while allowing for flexibility (moveable elements creating a more dynamic rather than static space)
- Potential for vegetated arbor structures along pedestrian walkways, to provide shade and visual amenity
- Pole or bollard lighting along key pedestrian walkways
- Feature lighting at the entrances to town, to mark the arrival into Dysart, and feature lighting of trees along the drive into the town centre



## 8.4 Public Art and Signage

The role of public art and signage in Dysart is significant in maintaining and progressing the cultural and community identity of the Town, and ownership of Dysart's public spaces.

Given the high number of transient residents living in Dysart, effective signage is also a critical factor in creating a legible town, and in promoting and directing people to the destinations and services Dysart has to offer.

As a demonstration of intent, identity or social value, the role of public art within Dysart may be further enhanced through exploring the following:

- Well managed community involvement in public art design and implementation to foster greater ownership in the final outcome
- Develop a range of public art typologies including permanent works as well as temporal installations (such as sculptures or signage banners promoting community events or destinations)
- Innovative reuse of industrial and mining equipment or materials and local natural materials within public art, shade structures or street furniture
- Consider the role of public art and signage in 'storytelling' to create a narrative or journey along key walking or cycling trails, relating to key destinations, features and historical events
- Consider the 'play' value of public art/sculptural installations, and locate these elements where they will have maximum visual and play value for the community



# 8.5 Landscape and Vegetation

The journey by road into Dysart is shaped greatly by the natural bushland vegetation and ancient volcanic landscapes for which the Isaac region is renown. This strong open space character carries through into Dysart's open space connections and parks; which stand as both an asset but also a maintenance challenge. The following aspects should be considered for the future improvement of landscapes in Dysart to enhance their community and environmental value:

- The development of a hierarchy of landscape treatments will be necessary to ensure that key public space within Dysart is enhanced, while secondary public spaces assume a lower maintenance landscape typology utilising climatically appropriate plant species
- Improvements to landscape and tree planting along major streetscapes (such as Garnham Drive and Queen Elizabeth Drive), and along primary pathways will assist in increasing the visual and physical amenity of these areas for the community, as well as having a potential positive effect on the social well-being of the community
- Tree planting, vegetated median strips and the opportunity for vegetated stormwater swales would vastly improve the amenity of all car parking areas in the town centre, while reducing reliance on vehicular transport, reducing effects of heat and dust, and hence encouraging increased activation of the town centre by the community
- Planting within parks and open space connections should promote CPTED principles (such as clear sightlines and minimal hiding places) to increase the feeling of safety in these areas

